

# WEST SLOPE WATER DISTRICT

## Regular Board of Commissioners Meeting (Zoom Conferencing)

<https://us02web.zoom.us/j/84930646501?pwd=WnNJVVpVQlgza2EwMzU2eW1DRHArUT09>

Phone Link: 253-215-8782; Meeting ID: 849-3064-6501; Passcode: 474179

**5:00 PM, Wednesday, August 21, 2024**

## AGENDA

### 1. Call to Order – Regular Meeting – Chair Krishnamurthy

### 2. Public Comment/Communications

This time is set aside for persons wishing to address the Board on items on the Consent Agenda and matters not on the Business Agenda. Additional public comment may be invited on agenda items as they are presented. Each participant is limited to three minutes, unless an extension is granted by the Chair.

**Consent Agenda:** These items are considered to be routine and may be enacted in one motion without separate discussion. Any Board member may request that an item be removed by motion for discussion and separate action. Any item requested to be removed from the consent agenda for separate discussion will be considered immediately after the Board of Commissioners have approved those items which do not require discussion.

### 3. Consent Agenda Items

- 3.1 Meeting Summaries (July 17, 2024 & July 30, 2024)
- 3.2 Monthly Financial Summary (July 2024)
- 3.3 Monthly Disbursements (July 2024)
- 3.4 Umpqua Bank Reconciliation (July 2024)
- 3.5 Local Government Investment Pool Reconciliation (July 2024)
- 3.6 Xpress Bill Pay Deposit Reconciliation (July 2024)
- 3.7 General Manager's Expenses (*No report*)
- 3.8 Operations Report

**Business Agenda:** Time will be set aside for public comment for each business item. Each participant is limited to three minutes, unless an extension is granted by the Chair.

### 4. District Activities

- 4.1 General Manager's Report
- 4.2 Finance Manager's Report

### 5. Commissioners Communications

- 5.1 Report out of meetings attended
- 5.2 Other topics to be raised by the Commissioners for Board Discussion
- 5.3 Agenda items for future meetings
- 5.4 Meeting evaluation

### 6. Adjournment